

### **CLEAN VERSION OF THE AMENDED CLAIMS**

3. A method for operating a coin operated entertainment automat comprising

- inserting payment into an automatic entertainment automat;
- activating a game time after receiving the payment by the automatic entertainment machine;
- randomly drawing all cards;
- determining if a game time has ended;
- displaying the winning values in case the game time has ended;
- determining if a key has been depressed in case the game time has not yet ended;
- determining if the depressed key is a hand out key or a hold key in case a key had been depressed;
- randomly drawing cards not being held in case the hand out key had been depressed;

holding cards in case the hold key had been depressed;  
actualize the intermediate state;  
determining if a certain winning combination had been reached;  
randomly drawing again all cards if the certain winning combination had  
been reached;  
determining again if the game time has ended if the certain winning  
combination had not been reached.